

Amendments to the Specification:

Please replace the paragraph following the "Cross Reference to Related Applications" heading with the following amended paragraph:

This application is a continuation of U.S. Application No. 08/149,026, filed November 8, 1993, and titled METHOD OF INTERFACING ON A COMPUTER NETWORK BY VISUAL REPRESENTATION OF USERS, METHOD OF INTERACTING AND COMPUTER NETWORK, now U.S. Patent No. 6,692,359, which is a ~~continuation-in-part~~ continuation of U.S. Application No. 07/656,292, filed February 15, 1991, and titled METHOD OF INTERFACING ON A COMPUTER NETWORK BY VISUAL REPRESENTATION OF USERS, METHOD OF INTERACTING AND COMPUTER NETWORK, now abandoned, all of which are hereby incorporated by reference in their entirety for all purposes.

Please replace the paragraph beginning at page 5, line 1 with the following amended paragraph:

In a typical network, the remote computer systems will be MS-DOS-based personal computers with VGA monitors running at approximately 12 MHz or greater. The invention is however applicable to all types of computer systems including Apple ~~Mae~~Intosh Macintosh computers and Amiga computers. The central computer system can be any type of system, including a PC/AT system running under extended DOS or UNIX at 25 MHz.

Please replace the abstract at page 14 with the following amended abstract:

A method of interfacing used on a network having a central computer system and a plurality of remote computer ~~system~~ systems is provided. Each remote computer system includes a video display. ~~The method includes the steps of creating a first visual representation of a first user on the visual display of the first computer system and a second visual representation of a second user on the visual display of the second computer system. The second visual representation is then displayed on the visual display of the first computer system and the first visual representation is displayed on the video display of the second computer system.~~ Applied to video games, the method creates a first visual representation of a first player on a first remote computer system, identifies an interest and a skill level of the first player for at least one video game, indicates predetermined personal characteristics of the first player, saves the visual

representation, interest, skill levels and personal characteristics of the first player, accesses the central computer system from the first remote computer system over telephone lines, selects a second player who has accessed the central computer system from a second remote computer system, and invites the second player to play a selected video game. The step of inviting allows the second player ~~[[to]]~~ may access the visual representation, interest, skill levels and personal characteristics of the first player. ~~The method of interacting is used on a network having a central computer system and a plurality of remote computer systems. Each remote computer system is operated by a user and has access to at least one predetermined application program. The method allows an application program to be employed by at least two primary users and then allows a different user to watch the action of the predetermined application program as it is employed by the primary users. The computer network includes a central computer system, a plurality of remote computer systems connected to the central computer system over telephone lines, means for creating visual representations of users on the visual displays of the remote computer systems, means for sending the visual representation of a user from one remote computer system to a predetermined number of other remote computer systems, and means for running an application program between users of different remote computer systems.~~